Maths Progression of Skills (based on White Rose and Power Maths)

	F1	F2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Geometry: 2D shapes	Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. (Spring/Summer Term)	Select, rotate and manipulate shapes to develop spatial reasoning skills (Autumn/Spring Term) Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. (Autumn/Spring Term) **ELG: There is no ELG for SSM**	Recognise and name, 2D shapes for example rectangles (including squares), circles and triangles	Identify and describe the properties of 2D shapes, including the number of sides and line of symmetry in a vertical line Identify 2D shapes on the surface of 3D shapes)for example a circle on a cylinder and a triangle on a pyramid) Compare and sort common 2D shapes and everyday objects	Draw 2D shapes	Compare and classify geometric shapes including quadrilaterals and triangles based on their properties and size Identify lines of symmetry in 2D shapes presented on different orientations	Distinguish between regular and irregular polygons based on reasoning about equal sides and angles Use the properties of rectangles to juice related facts and find missing lengths and angles	Draw 2D shapes using given dimensions and angles Compare and classify geometric shapes based on their properties and sizes Illustrate and name parts of circles including radius and diameter and circumference and know that the diameter is twice the radius

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Geometry: 3D shapes	Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc. Combine shapes to make new ones – an arch, a bigger triangle, etc. (Spring/Summer Term)		Recognise and name common 3D shapes for example cuboids including cubes pyramids and spheres	Recognise and name common 3D shapes for example cuboids including cubes pyramids and spheres Compare and sort common 3D shapes and everyday objects	Make 3D shapes using modelling materials recognise 3D shapes in different orientations and describe them		Identify 3D shapes including cubes and other cuboids from 2D representations	Recognise describe and build simple 3D shapes including making nets

Geometry: Angles and lines					Recognise angles as a property of shape or a description of a turn Identify right angles recognise that two right angles make half a turn three make 3/4 of a turn and four a complete turn; identify whether angles are greater than or less than a right angle Identify horizontal and vertical lines and pairs of perpendicular and parallel lines	Identify acute and obtuse angles and compare and order angles up to two right angles by size Identify lines of symmetry in 2D shapes represented in different orientations Complete a simple symmetrical figure with respect to a specific line of symmetry	Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles Draw given angles, and measure them in degrees Identify: Angles at a point and one whole turn Angles at a point on a straight line and half a turn Other multiples of 90 degrees	Find unknown angles in any triangles, quadrilaterals and regular polygons Recognise angles where they meet at a point, on a straight line or are vertically opposite and find missing angles

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Geometry: Position and Direction	Understand position through words alone eg "The bag is under the table" with no pointing (Summer Term) Describe a familiar route (Summer Term) (Cross curricular link with Geography/ UW) Discuss routes and locations , using words like in front of and behind (Summer Term)	Select, rotate and manipulate shapes in order to develop spatial reasoning skills (Autumn/Spring/Summer Term) To describe position, direction and movement including forwards, backwards, sideways, in front, behind, under, over, beside, next to, in between. (Autumn) To begin to introduce left and right (Summer Term) **ELG: There is no ELG for SSM**	Describe position direction and movement, including whole, half, quarter and three quarter turns	Order and arrange combinations of mathematical objects in patterns and sequences Use mathematical vocabulary to describe position direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three quarter turns clockwise and anticlockwise		Describe positions on a 2d grid as coordinates in the first quadrant Describe movements between positions as translations of a given unit to the left/ right and up/ down Plot specified points and draw sides to give to complete a given polygon	Identify describe an represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed	Describe positions on the full coordinate grid all 4 quadrants draw and translate simple shapes on the coordinate plane, and reflect them in the axes